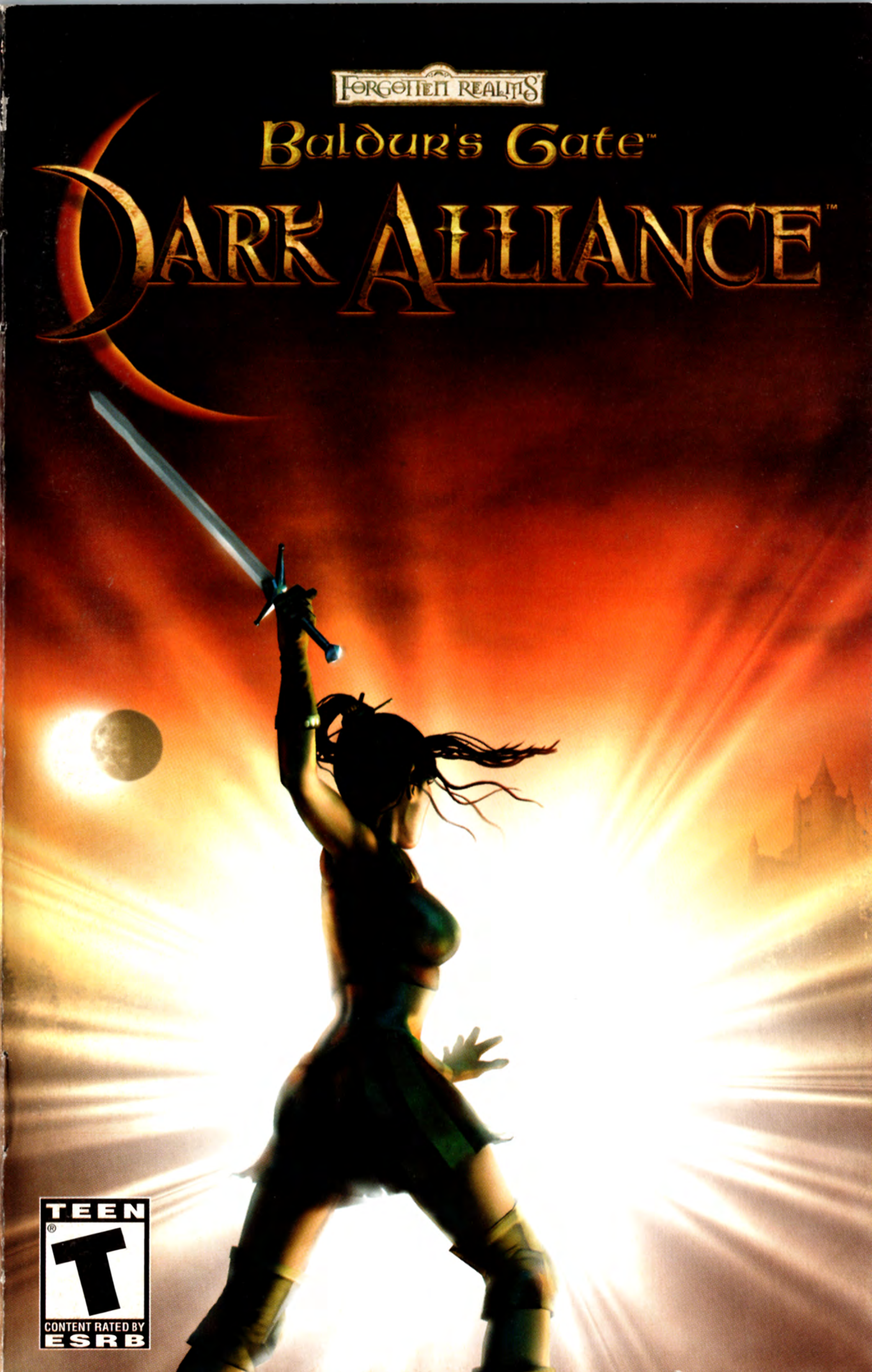
FORGOTTEN REALMS

Baldur's Gate™ Dark Alliance™



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CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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INTRODUCTION

Have you not heard of Eldrith the Betrayer, the Traitress of Swords, Eldrith of the Westering Sun? That she has been forgotten is an... irony of a sort.

Eldrith was one of the greatest generals of the Sword Coast, commander of the Company of the Bladed Crescent, sworn sword and defender of Baldur's Gate. She served with honor and distinction in the first and last seasons of the Sundering War, the Stillwater Port siege, and finally, the campaign against the Black Horde. In all these battles, she was victorious.

I do not know when pride burrowed into her heart, but it poisoned her. Eldrith had fought too many battles, achieved too many victories, and she had come to see the city of Baldur's Gate as her own.

On the day of the Great Betrayal, Eldrith's company took the field against the Black Horde and scattered them, even though the orcs and goblins outnumbered her troops five to one. Still, in the rout, almost half their forces survived and fled the field. Eldrith was determined to pursue them. The Dukes of Baldur's Gate refused. Too many good soldiers had been lost, the Dukes told her. They—and the people—wanted no more of blood and death, and they felt the Horde would not return.

Eldrith was furious. Even though she had lost many men, she felt it was better to deal a deathblow to the Horde and insure they never threatened Baldur's Gate again. And so she defied the Dukes, and led her soldiers to their deaths.

Far from Baldur's Gate, she cornered the Horde in a narrow defile, but once their retreat was denied to them, they proved more vicious than we had anticipated. Eldrith, fearing of losing the field, sent a messenger back to Baldur's Gate for reinforcements before the Horde broke free of her trap. The reinforcements never came, and the Horde overran Eldrith's weakened troops. Eldrith survived... but many of the Company of the Bladed Crescent did not.

Eldrith became a creature consumed by fury. Wounded, she returned to Baldur's Gate to demand an audience with the Dukes. Instead, she was met at the gates and told that for her disobedience upon the battlefield, the walls of Baldur's Gate would be forever closed to her and the Bladed Crescent.

Eldrith gathered all of the Bladed Crescent who remained, all who had sworn to serve her, and she ordered her broken company to attack the walls of her city... she swore she would take it from the Dukes and put them to the sword. It would be justice, she said.

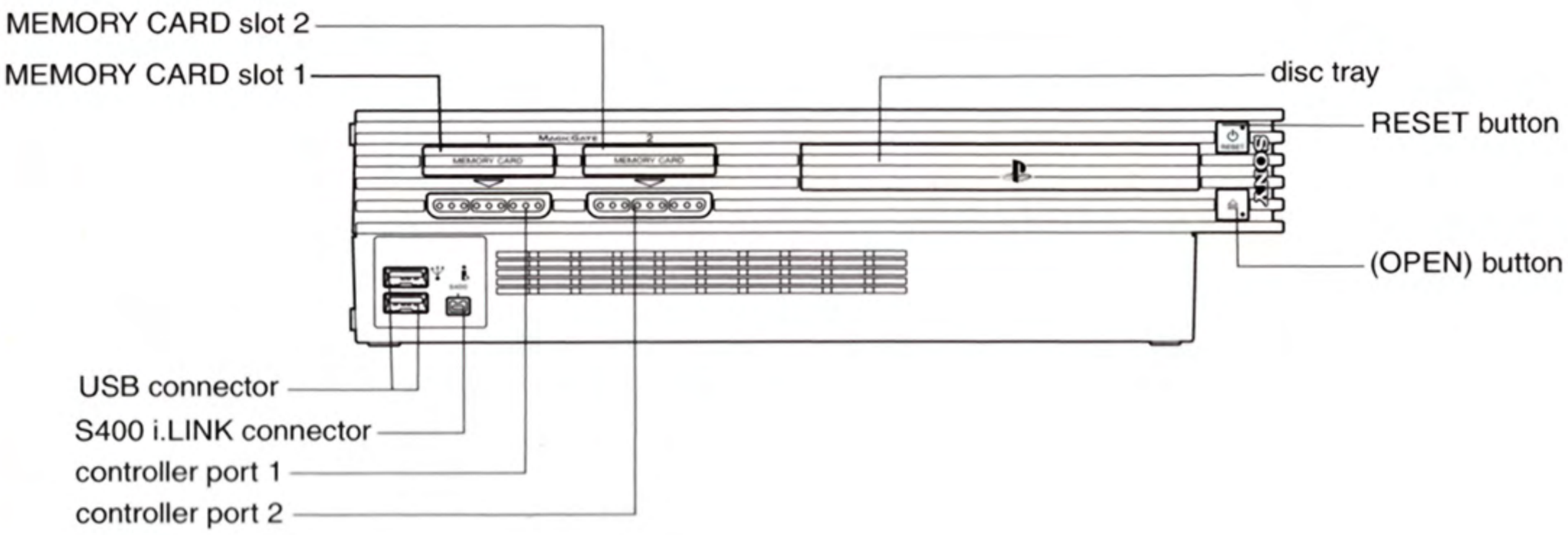
Eldrith's attack was like the charge of a maddened animal. It was suicide.

The Bladed Crescent were slain almost to the man, and they were driven from the city, hounded by the remaining troops of Baldur's Gate. They pursued Eldrith for leagues, all the way to the Marsh of Chelimber. As the last of her soldiers floundered and died within the marsh, the soldiers closed upon her. She was no longer recognizable — blood caked her armor, her helmet, barely able to put one foot in front of the other — she was dying, but even in death, she still struggled onwards, fueled by her vengeance.

Fearing her skills with the sword, the soldiers band did not approach within arm's reach of her — instead, they felled her from a distance with crossbow bolts. It was a cowardly execution, one without honor.

As Eldrith fell, she cursed Baldur's Gate and all within it. And with her death, the Dark Alliance was born.

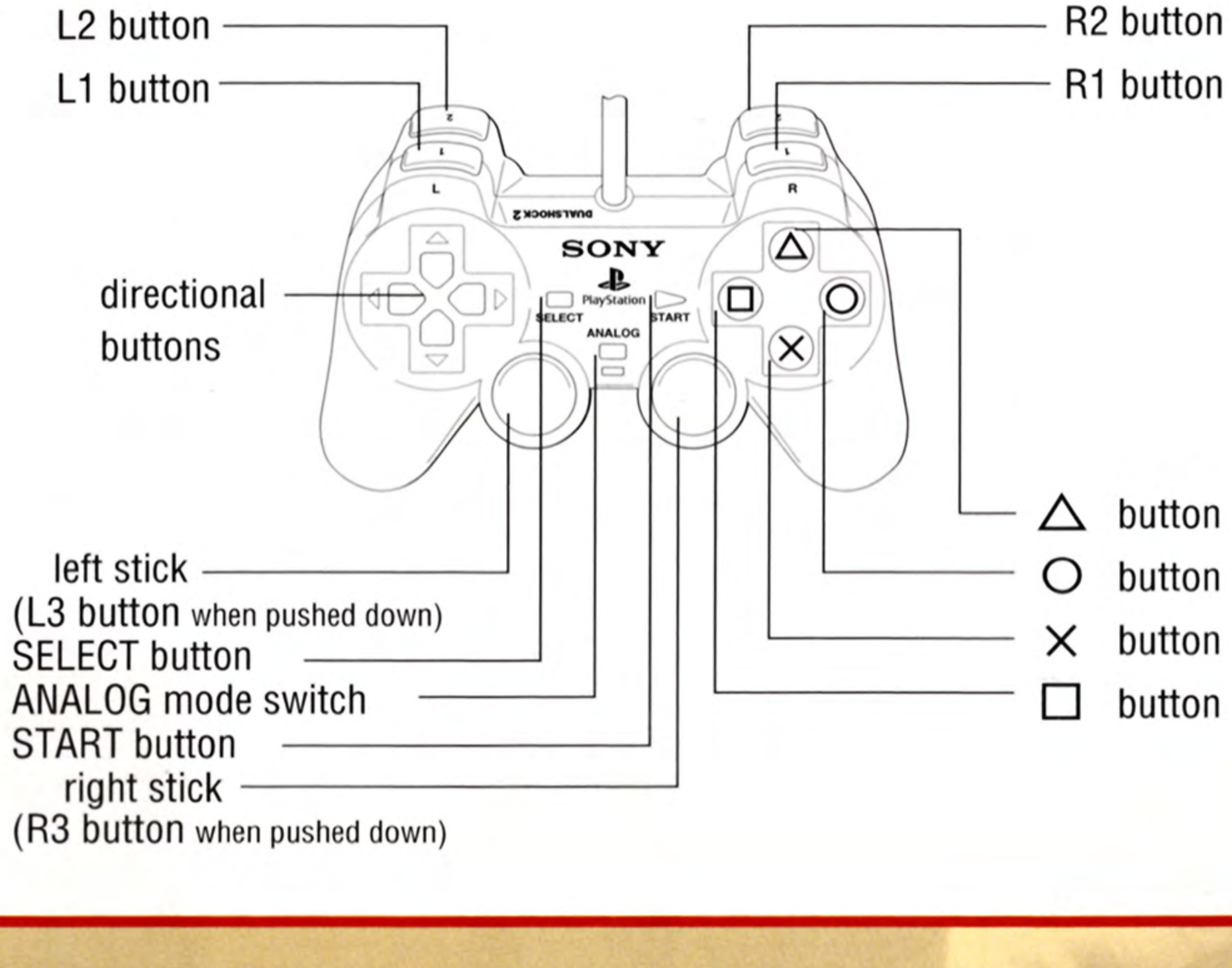
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the BALDUR'S GATE™: DARK ALLIANCE™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLLER LAYOUT

DUALSHOCK®2 ANALOG CONTROLLER



L1 button
Automap Toggle

L2 button
Drink Rejuvenation Potion

directional buttons

Up/Down:
Toggle Spells and Feats List Up/Down

Left/Right:
Toggle between melee and missile weapons

SELECT button
Inventory/Level Up

START button
Pause

left analog stick
Moves character in appropriate direction

R1 button
Block/Parry

R2 button
Drink Health Potion

R3 button
Reset Camera

✖ button
Attack

● button
Use Feat or Cast Spell

▲ button
Jump

■ button
Use

right analog stick
Rotate Camera

WELCOME TO THE REALMS

If this is your first foray into the fantastic world of the FORGOTTEN REALMS® campaign setting, then welcome. Black Isle Studios and Snowblind Studios are pleased to bring you Baldur's Gate: Dark Alliance, the first Dungeons & Dragons® game to appear on the PlayStation®2 computer entertainment system. The challenges in the game are great, but so are the rewards, and many hours of challenging gameplay await you and your friends.

If you have played any of the Baldur's Gate games for the PC (Baldur's Gate, Tales of the Sword Coast™, Baldur's Gate 2: Shadows of Amn™, and Throne of Bhaal™), then you are no stranger to the FORGOTTEN REALMS. Black Isle Studios and Snowblind Studios bring you another title set in the FORGOTTEN REALMS, a console role-playing experience you may undertake either alone or with a friend. Baldur's Gate: Dark Alliance is an epic that puts the fate of the FORGOTTEN REALMS in your hands – countless lives depend on you, and it'll only be through your blood and perseverance that Baldur's Gate... and all the Realms... may be saved.

Welcome to Baldur's Gate: Dark Alliance.

BALDUR'S GATE

Baldur's Gate: Dark Alliance takes place in the world of Abeir-Toril (The phrase "Abeir-Toril" means "cradle of life" — the world is most often known by its shortened name, "Toril"). Your exploits in Dark Alliance will be centered in Baldur's Gate, a port city upon the winding Chionthar River.

Baldur's Gate is a city recently plagued by a growing evil. Members of the city watch have been found dead, townsfolk are afraid to leave their homes, and unsettling rumors of a thieves' guild civil war beneath the streets runs rampant through the taverns of the city.

Your arrival has placed you in the middle of this cauldron of danger. A young hero, fresh to Baldur's Gate and fresh to the world of adventuring, you're carrying little else except a blade and a small purse of coins. You've come to the city to seek your fortune.

That is, if the danger that threatens Baldur's Gate doesn't claim you first...

HOW TO START THE GAME/ MAIN MENU DESCRIPTION

The opening movies can be skipped by pressing the START button or the ✖ button on the controller.

MAIN MENU

On the opening menu, you will be presented with four options:

Start New Game: Select this option when you are ready to begin playing. When selected, you will be asked to choose either a one-player or two-player game; if you are interested in transferring a character from another game into your game, jump ahead to "Transferring Characters from Other Games," p. 9.

Once you have selected a new game, you have an option to select the game difficulty: Easy, Normal, or Hard. Play on Easy if you're just getting your bearings; Hard if you're looking for a challenging experience.

After selecting the difficulty level, you (and the second player if you are playing with someone else) will be taken to the Character Selection Screen. Use the directional buttons to cycle through your three choices: the Human Archer, the Dwarven Fighter, and the Elven Sorceress. A small icon will appear above each character as you cycle through the choices.

The advantages and disadvantages of each choice are listed under "Heroes," on p. 8.

Load Saved Game: This option will allow you to load a previously saved Baldur's Gate: Dark Alliance game from your memory card (8 MB) (for PlayStation®2).

Options: Select this option if you want to customize your controller's configuration, adjust sound options, and other game options.

Credits: Selecting this option will allow you to see the creators and contributors to Baldur's Gate: Dark Alliance.

Press the ✖ button to select an option, and the ● button to go back.

HEROES OF BALDUR'S GATE

Before you can begin playing Baldur's Gate: Dark Alliance, you'll need to choose which character you want to play. You'll be able to choose from three characters: Vahn, the Arcane Archer, Kromlech, the Dwarven Fighter, and Adrianna, the Elven Sorceress.

Vahn, the Arcane Archer

Arcane Archers are archers known for their supernatural accuracy with a bow and the ability to imbue their arrows with magic. A fusion of skill and innate magical ability has turned them into fearsome and respected warriors. A good character for taking down opponents from a distance, the Arcane Archer employs a number of magical powers related to his archery skills, including the ability to enchant arrows with magical accuracy, create fire arrows, exploding arrows, and even fire off several arrows at once.

Kromlech, the Dwarven Fighter

The youngest of the Bruenghor Clan in the Sunset Mountains, this gruff and opinionated dwarf is a fearsome warrior – tough, strong, and devastating in combat when wielding melee weapons. A good character for hand-to-hand combat and sheer toughness, the dwarf also has access to a number of specialized fighting feats unavailable to the Arcane Archer and the Sorceress.

Adrianna, the Elven Sorceress

A strikingly beautiful female elf with exotic features, the elven sorceress can create magic the way a poet creates poems, by drawing on the raw power within themselves... and unleashing it with devastating effects. The sorceress has the ability to cast spells, an ability unavailable to the Dwarven Fighter or the Arcane Archer, and she has a number of

specialized metamagic feats and spells available to her as she advances in level. Unlike the Dwarven Fighter or the Arcane Archer, however, the Sorceress cannot use weapons that require more than one hand, such as two-handed swords and two-handed axes.

Baldur's Gate: Dark Alliance also supports cooperative play, so you and a friend may choose different characters.

TRANSFERRING CHARACTERS FROM OTHER GAMES

If you have a pre-existing character from another Baldur's Gate: Dark Alliance game, you don't need to start a game over with a new character. You can simply import your current character from another game, provided you have a memory card with a save game containing your character on it. To do this, you'll need to select "Change Players" from the In Game Pause Menu, described on p. 13.

OPTIONS MENU

Move up and down the Options menu by pressing up and down on the directional button.

Music

When highlighted, you can press left and right on the directional button to adjust the music volume in the game.

SFX

When highlighted, you can press left and right on the directional button to adjust the sound effects volume in the game.

Vibration

Certain events within the game will cause the controller to vibrate. This can be switched on or off, depending on your preference.

Controls

This selection takes you to the Controller Configuration screen, where you can choose a configuration that best suits your style of game play.

Stereo

This option allows you to choose whether you want stereo sound or monaural (for single speaker televisions).

Dialog Text

When this is off, you will not see the text spoken by characters you speak to in the game (although you will see your own responses). When Dialog Text is on, a character's speech will be displayed at the bottom of the screen as they are speaking.

Damage Text

When this is on, you will see the number of hit points of damage you cause stream off a target when you hit (the number is colored yellow when you score a critical hit). Damage Text defaults to off.

LOADING AND SAVING

To save, you'll need to find a safe spot in the game to record your progress. These save points are indicated on the maps by pedestals with books on them:

When you reach one of these points, you can save your game by pressing the action button (■ by default).

CONTROLLING YOUR CHARACTER

Once in the game world, you'll need to know the basics of moving around, attacking, jumping, and casting spells. Provided here is a list of all the actions your character can perform using the controller:

Moving Around: To move around, use the left analog stick and move it in the direction you want your character to walk.

Attacking: To attack a creature with a bow or melee weapon, press the ✖ button. You cannot attack in towns or other "safe" areas in the game.

Aiming: When you are holding a bow, you can lightly hold down the ✖ button and you can rotate while standing in place. This allows you to aim your bow before firing it, and it is useful when combined with the Targeting Feat (see Spells and Feats, p. 26). To fire the arrow after aiming, simply push harder on the ✖ button, and the arrow will fire. Aiming does not allow you to automatically hit an opponent, but it can make your life much easier.

Jumping: During your travels, your character may need to jump over certain obstacles in their path. To do this, press the ▲ button.

Using Spells and Feats: Spells and feats are special abilities your character will have access to over the course of the game. Some feats are passive (they are always on) and other spells and feats are active (they need to be "activated" in order to work). To activate a spell or feat, press the ● button, and your character will use your currently selected spell or feat (for information on how to change your currently-armed feat, see "Selecting Spells and Feats," below). You cannot use spells and feats in towns or other "safe" areas in the game, and some spells and feats require that you have a certain amount of arcane energy in order to use them (see more about Arcane Energy, p. 16).

Action: The ■ button allows you to perform almost any other action other than jumping, casting spells, or attacking. Use this button to speak to people in the game, open doors, chests, pull levers, pick up items on the floor, or save your game at save pedestals.

Selecting Spells and Feats: Your character is likely to gain multiple spells and feats over the course of the game, and you'll need to choose different ones for different situations. To change your currently-selected feats or spells, press up or down on the directional button to scroll through your list of spells and feats. (This "L"-shaped list will appear in the lower left hand corner of the main game screen.)

Switching Weapons: There may be circumstances where you want to switch between your bow and your melee weapon... quickly. To do this, press left or right on the directional button, and your character will switch weapons. ***Note:*** You have to have these weapons equipped in your inventory before you can toggle between them.

Blocking: Block (holding down the R1 button) will deflect most incoming projectiles or melee attacks—though it is not proof against every attack. You can block with a shield or any weapon, but only a shield will allow you to keep blocking indefinitely; if you block with a weapon, it will only last for a short period of time. If you have the feat Improved Block, however (see Spells and Feats, p. 26), you can block with a weapon indefinitely. You cannot block if you are wielding a bow.

Healing: Pressing the R2 button will cause your character to drink one of the healing potions in your inventory, replenishing some of your hit points.

Auto-Map: Pressing the L1 button will cause a map of your surroundings to appear on the screen. Your character's position is shown by a yellow arrow. You can press the L1 button again to shrink the map and move it to the upper right corner of the screen. To make the automap disappear, press the L1 button again. Save points and large bodies of water will appear on your automap as well, which helps navigation considerably.

Rejuvenation: Pressing the L2 button will cause your character to drink one of the rejuvenation potions in your inventory, replenishing some of your arcane energy.

Rotate Camera: Sometimes you may want a better angle to see down a corridor or beneath a wall; to rotate the game camera, rotate the right analog stick until the camera is at the angle you want. If at any time you need to reset the camera back to its original position, press in the right analog stick, and the camera will reset.

Breaking Items: Many items, such as vases, crates, and barrels, can be broken open by attacking them (using the ✖ button). Sometimes these breakable items will have treasure inside. Be careful when attacking barrels, however, as some of them will explode when struck.

Pushing Items: Pushing items is done by moving into an object. Objects that can be pushed will be pushed in the direction your character is walking.

In Game Pause Menu: You can access an options menu within the game itself by pressing the START button. The game is paused while this screen is up. On this screen are the following options:

Return to Game

When this option is selected, it will return you to the game.

Load Game

This will allow you to abort the current game and load a previously saved Baldur's Gate: Dark Alliance game.

Recall

Provided you have recall potions, this option uses one of these potions to return you to the nearest safe location in the area. In Baldur's Gate, Recall takes you to back to the Elfsong Tavern. It is useful when you don't want to have to trek all the way back up to the surface to sell your loot.

Options

When this option is selected, it brings up the Options Menu. This allows you to adjust the brightness, music volume, sound effects volume, change the controller configuration, toggle the controller vibration on and off (when vibration is on, your controller will vibrate when you are badly wounded), toggle stereo sound, toggle dialog and subtitles, and toggle the in-game damage text.

Change Players

This function allows you to:

1. Import a character from another save game.
2. If a controller is present in controller slot 2, you are able to import or add a new character to play as player 2.
3. If the current game is a two player game, you may delete player 1 or player 2, converting the two player game to a single player game.

Note that when two players are present, you may not import or add a player race that is being used by the other player.

The first screen you see will show the characters that are currently being played in the game. If you have two controllers present, player 1 will be able to select either player slot by using the directional buttons or left analog stick. Several options are possible at this point:

New: This option will replace the selected player slot with a new character of your choice. In a two player game you cannot choose the character of the other player present. This option is only available if there are controllers in both controller ports.

Import: This will lead you to several prompts for finding and retrieving a character from a previously saved game. Note that you may transfer a character from a two player save game, provided that the character is not currently being used by the other player.

Accept: If you have made any changes, then the level will re-load with the new player selections present.

Delete: This function allows you to delete one of the players. This function is present only when two players are present.

The import option will bring up the save game browser and prompt you to select a save game. Once selected, the contents of the save game are displayed, giving information on the players present, including their experience, level, health, and gold. The player can back up to the browser if a different save game is desired.

Once you have imported/deleted/changed the player line up, select the "Accept" function and the game will re-load the level and reflect the changes. If no changes have been made, "Accept" returns you immediately to the game.

Exit to Menu

This option takes you back to the Dark Alliance main menu, allowing you to start a brand new game or load a previous save game.

Character Statistics Screen: To view your character's statistics, items, gold, and other information, press the SELECT button. This will take you to the Character Statistics Screen described on p. 17.

MAIN GAME SCREEN

1. Hit Points Bar
2. Experience Bar
3. Arcane Energy Bar
4. Level Up Icon
5. Spells and Feats Menu
6. Automap

There are three main bars on the upper left corner of the main game screen. These bars represent your hit points, the amount of experience points to reach the next level, and the amount of arcane energy your character currently possesses.

Hit Points Bar: Hit points (hp) are a measure of how many points of damage your character can take before dying. When a character reaches 0 hit points, they are dead. Hit points for your character are represented by the red bar on the upper left corner of the main game screen.

Hit points can be healed via healing potions, and they will also regenerate over time. A high Constitution (see Character Abilities, p. 20) allows you to regenerate hit points faster than normal.

Experience Bar: The green bar represents how many experience points you need to reach the next level of experience. This bar will fill up the closer you are to the next level. When you have enough experience points, the level up icon will appear:

This alerts you that you are ready to advance to the next level. Press the SELECT button to level up.

Arcane Energy Bar: Arcane Energy is a measure of how much energy a character has to cast spells and perform some arcane energy-dependent feats. When a character has 0 points of arcane energy, they will be unable to cast spells or use any feats that require this energy.

Arcane energy can be recovered via rejuvenation potions, and the energy will also regenerate over time. A high Intelligence allows you to recover arcane energy faster than normal.

There may be instances where certain icons appear beneath your health and arcane energy bars:

No Rotation: This icon looks like an eyeball with a slash through it. It appears if you try to rotate the camera on a level that doesn't allow it, or if you are at the edge of some maps.

No Health Potions: This icon will appear when you are trying to drink a healing potion but you are out of them.

No Rejuvenation Potions: This icon will appear when you are trying to drink a rejuvenation potion but you are out of them.

No Arrow Icon: This icon will appear when you are trying to shoot your bow but are out of arrows.

Looting: To gather any gold your enemies have dropped, simply walk over the gold where it lays on the floor, and your character will automatically pick it up.

To pick up weapons, armor, and potions, or to open a chest, you'll need to press the ■ button. If picking up an item would raise your character's carrying capacity above 100%, then your character will be unable to pick up the item until he lightens his load, either by dropping or selling excess items.

CHARACTER STATISTICS SCREEN

1. Carrying Capacity
2. Gold Piece Total
3. Weapons Tab
4. Armor Tab
5. Potions/Magic Items Tab
6. Statistics Tab
7. Quest Journal Tab
8. Feats Tab
9. Character Model

When you press the SELECT button while playing, you'll be taken to the Character Statistics Screen. This screen contains the following information:

Carrying Capacity: This lists the percentage of the character's total carrying capacity that is currently being used. The number on the left is your current weight in pounds, the number on the right is your total carrying weight. You cannot carry more than your total carrying capacity... you must either drop or sell something first in order to make room for new items.

Gold Piece Total: This is the total number of gold pieces your character has.

Weapons Tab: When this tab is selected, you will be presented with a list on the left portion of the screen that shows all the weapons your character currently carries; the weapons you currently have equipped are shown in green. Items that your character cannot use are shown in red. Details for each weapon are included in their own individual box, including the name of the item, a small icon of the item, its value, its weight, and the amount (and type) of damage it does. You may have to experiment with some items in the game to discover the extent of their powers.

To equip a new weapon or unequip an old one, press the ✖ button while the item is selected.

To drop a weapon, press the ▲ button while the weapon is selected. You may need to do this to make room for new items you find during your travels.

When you equip or unequip a new weapon, the change will be reflected in the character model on the right-side of the screen.

You may only have one ranged and one melee weapon equipped at a time.

Armor Tab: Similar in layout to the weapons tab, this window shows you all the armor your character is carrying; currently equipped armor is shown in green. Characters are allowed to wear shields, helmets, chest armor, gloves/bracers, leggings, and boots.

Equipping, unequipping, and dropping armor is done exactly the same as it is on the weapons tab.

Potions/Magic Items Tab: This tab lists all the potions and magic items your character is carrying. Potential potions include:

Healing Potions: These potions can heal damage your character has taken. They come in many varieties, each of which heals a different amount of damage to your character.

Rejuvenation Potions: These potions can restore arcane energy that your character has lost.

Recall Potions: These potions can teleport your character to the nearest safe area (which may be many maps away from your current location). Within Baldur's Gate, for example, recall potions will return you to the Elfsong Tavern. Recall potions are useful for when you need to return to a safe area to sell some equipment that's loading you down... or restock on arrows, potions, or new weapons and armor.

Recall potions are used by pressing the START button while in the game. Using a Recall Potion is one of the options presented on the in-game menu.

Using Recall again will return you to the previous location you were at, provided you don't leave the area you have been recalled to. This allows you to jump to the Elfsong Tavern with a recall potion, then use the same potion again to return to the point in the dungeon you just left, provided you don't walk out of the Elfsong Tavern before you use the Recall potion again.

Statistics Tab: This tab lists all of your character's abilities, which are described in the "Character Abilities" section, p. 20. Refer to that section for details.

Journal Tab: This tab lists your character's current quests.

Spells and Feats Tab: This tab lists your character's spells, feats, and their ranks.

CHARACTER ABILITIES

There are a number of abilities that define your character:

Strength: Strength measures your character's physical power. Characters with a high Strength have a better chance to hit opponents in melee combat, do more damage when they hit, and can carry more weight than weaker characters.

Intelligence: Intelligence determines how well your character learns and reasons. The higher your character's Intelligence, the faster your arcane energy regenerates, and the more arcane energy points you gain each time you advance a level.

Wisdom: Wisdom describes your character's willpower, common sense, perception and intuition. The higher your character's Wisdom, the more experience points your character will gain when they kill monsters or accomplish quests.

Dexterity: Dexterity measures your character's hand-eye coordination, agility, reflexes, and balance. Characters with a high Dexterity have a better chance to hit opponents with ranged weapons and have a better Armor Class (See Armor, p. 22).

Constitution: Constitution represents your character's health and stamina. A high Constitution means your character will have more hit points and a faster hit point regeneration rate.

Charisma: Charisma measures a character's force of personality, persuasiveness, personal magnetism, and physical attractiveness. The higher your character's Charisma, the less trouble they will have buying and selling items at the local store... in fact, your character may find the prices quite reasonable indeed.

Note that as you gain levels, you will gain points to spend on increasing your abilities. Every four levels you attain gives you one point you can spend to increase an ability of your choice (you get one point at 4th level, another at 8th, the third at 12th, and so on).

Secondary Statistics

Experience: This is the total number of experience points your character has. Your character gains experience points both by completing quests and killing monsters. Note that in a two player game, the player that kills a monster gets 60% of the experience, while the other player gets 40%. Both players get 100% of the experience gained from quests, however.

Next Level: This number represents the number of experience points your character needs to reach the next level of experience. Every time you gain a level, you gain more health, arcane energy points to spend on feats and, depending on the level, your ability scores.

Health: Health or hit points (hp) is a measure of how many points of damage your character can take before dying. When a character reaches 0 hit points, they are dead. Hit points are represented by the red bar on the upper left corner of the main game screen (see Main Game Screen, p. 15).

Hit points can be healed via potions, and they will also regenerate slowly over time. A high Constitution allows you to regenerate hit points faster than normal.

Arcane Energy: Arcane energy is a measure of how much energy a character has to use active feats, spells, or special attacks. When a character has 0 points of arcane energy, they will be unable to use any spells or feats that require energy.

Arcane energy can be recovered via potions, and the energy will also regenerate slowly over time. A higher Intelligence allows you to recover arcane energy faster.

Armor: Armor represents a character's Armor Class (AC), a measure of how difficult it is to hit and damage a character in combat. The higher this score, the better.

Base Attack: This is the bonus your character has to hit an opponent in combat. The higher, the better your chances of hitting your enemies.

Damage: This is the base attack damage your character does. Once again, the higher the better, much to your enemies' dismay.

COMBAT

To attack a creature, you choose a weapon (or no weapon, if you're feeling brave), then simply press the ✖ button in the game. You will attack in whatever direction your character is facing. There are a number of combinations of attacks that may occur automatically when your character is using certain weapons:

One Handed Weapons

Sequence: Attack-Attack-Attack-Attack-Pause

This is the fastest attack method, but it doesn't tend to do as much damage as the other types of attacks. On the other hand, wielding a one-handed weapon also allows you to hold a shield, which is good for blocking.

Two-Handed Axes

Sequence: Attack-Attack-Slight Pause-Sweeping Arc-Pause

This is slower than the one-handed weapon attack. The third part of the sequence does a sweeping attack which hits all foes in an arc in front of you.

Two-Handed Swords

Sequence: Attack-Attack-Slight Pause-Big Attack-Pause

The "Big Attack" in the middle of this sequence increases your chance of scoring a critical hit on an opponent. Some enchanted weapons in the game have a special attack when they score a critical hit.

Long Weapons (Staves)

Sequence: Attack-Attack-Attack-Knockback-Attack-Pause

This is a fast attack, similar to one-handed weapons. The fourth stage knocks your opponent back.

Again, these attacks occur automatically. You do not need to perform a sequence of actions to make them happen; simply equipping the appropriate weapon and attacking will cause these attack combinations to occur.

There are other combat effects your character should be aware of:

KNOCKBACK

Every time you hit an opponent he gets knocked back slightly; if you are doing a sequence attack, your character will move forward slightly to compensate.

BLOCKING

You can only block permanently (unless you have the feat, Improved Block) if you have a shield equipped. While two-handed weapons may do more damage, sometimes it pays to have a decent one-handed weapon and a shield at the ready. A character wielding a bow cannot block.

SPOILS OF COMBAT

When you defeat an opponent in combat, your character gains experience points (and occasionally some loot as well). When a character gains enough experience points, they gain a new level. When a character achieves a new level, they gain additional hit points, additional arcane energy points, and even special points that may spend on gaining feats and raising their statistics, and even new spells. See the spell and feat descriptions, p. 26, for more details.

Note that in a two-player game, the player that kills a monster gets 60% of the experience, while the other player gets 40%. Both players get 100% of the experience gained from quests, however.

SHOPKEEPERS

1. Carrying Capacity
2. Gold Piece Total
3. Weapons Tab
4. Armor Tab
5. Potions/Magic Items Tab

Over the course of the game, you'll encounter shopkeepers you can buy and sell items from. To open their shops, simply speak to them, and you'll be given a choice as to whether to buy or sell items, then you'll be taken to a sub-screen which resembles the character inventory screen.

Carrying Capacity: This lists the percentage of the character's total carrying capacity that is currently being used. You cannot carry more than 100% of your carrying capacity... you must either drop or sell something first in order to make room for new items.

Gold Piece Total: This is the total number of gold pieces your character has.

Weapons Tab: When this tab is selected, it will show all the weapons the shopkeeper has for sale, or it will show all the weapons in your inventory, depending on whether you're buying or selling.

Armor Tab: When this tab is selected, it shows all the armor the shopkeeper has for sale, or all the armor in your inventory, depending on whether you're buying or selling.

Potions/Magic Items Tab: When selected, this tab lists potions and other magic items (such as amulets and rings) in the shopkeeper's store if you're the buyer, or the potions and magic items in your inventory if you're the one selling items.

WEAPON ATTRIBUTES

Weapons in Dark Alliance have several attributes:

Damage: This is how much damage in hit points (hp) the weapon does. It does not include your Strength bonus, so hand-to-hand weapons may do more damage than listed if your character has a high Strength.

Value: The gold piece value of the item.

Weight: The weight of the item.

Some weapons also have magical attributes:

Fire: This weapon can do fire damage to an opponent when it hits.

Keen: This weapon has an increased chance of scoring critical hits.

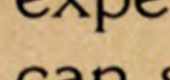
Ice: This weapon can do frost damage to an opponent when it hits.

Shock: This weapon can do electrical damage to an opponent when it hits.

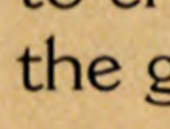
ARMOR ATTRIBUTES

Armor in Dark Alliance has several attributes:

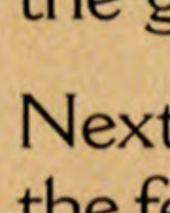
Name of the Item: This is the name of the item as it appears in your inventory.



Armor Class Bonus: This is how many points of protection the piece of armor provides. The higher, the better.



Value: The gold piece value of the item.



Weight: The weight of the item.

SPELLS AND FEATS

Spells and feats are special abilities your character gains, such as a new attack types, additional health points, and so on, that help to customize your character as you go up in levels. Every time you gain a level of experience, you gain a number of points equal to your level that you can spend to gain a new spell or feat, or improve an existing spell or feat. At 1st level, you will get one point, at 2nd level, two points, and so on. Some spells and feats cost more points than others to gain or improve, so you may need to save your points from level to level to get some of the more expensive spells and feats earlier on.

Spells and feats work on a rank system, and many spells and feats have multiple ranks. The more points you place into a spell or feat, the more powerful that spell or feat becomes. Presented here is a list of spells and feats the characters may choose from over the course of the game. Each character has only a selection of the spells and feats listed below to choose from — no character has access to all the spells and feats in the game.

Next to each spell or feat below is a listing of which character(s) can use the feat. Keep in mind, active spells and feats usually require energy to use.

PASSIVE FEATS

Passive Feats are always on and do not need to be activated.

Accuracy: (All) Improves the accuracy of your ranged attacks. You'll find it much easier to wound creatures at a distance when you have this feat. ***Note:*** Vahn, the Arcane Archer, starts with one rank in this feat.

Arcane Quiver: (Arcane Archer) This feat reduces the weight of arrows in your inventory, allowing you to hold enough to take down an army.

Combat Reflexes: (Arcane Archer and Dwarven Fighter) With this feat, your attack speed increases slightly, allowing you to hammer down foes more quickly.

Death Blow: (Arcane Archer and Dwarven Fighter) If you take the Death Blow feat, your critical hits will deal more damage.

Deflect Missiles: (Arcane Archer) This feat gives you a chance of automatically blocking missile attacks. This is useful when that swarm of kobold archers suddenly pops up from around the corner.

Dodge: (Arcane Archer and Dwarven Fighter) If you don't like being hit, take the Dodge feat. It gives you a +1 bonus to your Armor Class and makes your enemies' lives much harder.

Enchant Arrows: (Arcane Archer) With this feat, every normal arrow you fire becomes enchanted, doing additional damage when it hits.

Endurance: (Arcane Archer and Dwarven Fighter) Increases your carrying capacity, allowing you to haul more loot out of dungeons.

Improved Block: (Dwarven Fighter) Improved Block allows you to block with a melee weapon, without having a shield equipped. Perfect for characters who prefer two-handed weapons but still want the ability to block when need be.

Improved Critical: (Arcane Archer and Dwarven Fighter) Increases your chance of scoring a critical hit in combat, something your enemies won't care for too much.

Intestinal Fortitude: (All) Intestinal Fortitude increases your health regeneration rate. This reduces the amount of time you have to spend to wait to get back up to full health in the dungeon. ***Note:*** Kromlech, the dwarven fighter, begins the game with one rank in this feat.

Meditation: (All) Increases your arcane energy regeneration rate. Just as regeneration aids your health recovery, meditation reduces the amount of time you have to spend to wait to get back up to full power in the dungeon.

Shield Expert: (Dwarven Fighter) Your character really knows how to use a shield. This feat gives you an additional armor class bonus when you have a shield equipped.

Sword and Fist: (Dwarven Fighter) This feat increases your chance to hit with melee weapons.

Targeting: (All) Helps you aim your weapon by providing a targeting line on the screen. This handy feat can save you a fortune in arrows in the long run.

Toughness: (Arcane Archer and Dwarven Fighter) This feat grants you a permanent +3 Health bonus per rank.

Willpower: (All) This feat gives you +5 arcane energy permanently for each rank you take in it. Useful for the sorceress and any other character that relies on energy for their main attacks.

ACTIVE FEATS

Active spells and feats need to be selected from the spell and feat menu and activated by pressing the ● button in order to take effect.

Ball Lightning: (Sorceress) A ball of electricity travels forth from the caster, striking all nearby foes with lightning. Much like the Arcane Archer's "Hail of Arrows" feat, Ball Lightning can help clear a room quickly.

Bull Rush: (Dwarven Fighter) This is a short, powerful charge that inflicts tremendous damage. It costs arcane energy to use, but the results are worth it.

Burning Hands: (Sorceress) The sorceress automatically begins the game with this spell. When used, Burning Hands turns the sorceress into a magical flamethrower, emitting a cone-shaped blast of fire from her hands to torch any enemies within range.

Clangeddin's Fist: (Dwarven Fighter) A gift of the dwarven god Clangeddin, this feat allows you to strike the ground with a warhammer to smite your foes.

Exploding Arrows: (Arcane Archer) Enchants arrows so that they explode when they strike a target. Perfect for scattering large clumps of monsters quickly.

Fire Shield: (Sorceress) This spell encircles the caster in a flaming wreath that damages any enemy that comes into contact with it. Perfect for those close-quarters combats when you're being mobbed from all sides.

Fireball: (Sorceress) A Dungeons & Dragons classic, a fireball is a burst of flame that the sorceress can hurl at a target. It detonates when it hits, doing damage to all creatures within its radius; the greater the number of ranks in the spell, the more damage it does.

Flaming Arrows: (Arcane Archer) This feat grants a flaming aura to your arrows, causing them to do more damage when they hit.

Hail of Arrows: (Arcane Archer) Allows you to fire multiple arrows at once, starting with two arrows at rank one, all the way up to six arrows at rank five. This feat allows you to get more bang from your buck from any quiver of arrows you pick up in a dungeon.

Ice Arrows: (Arcane Archer) This feat enchants your arrows with an icy aura, increasing their damage and can freeze opponents struck by them.

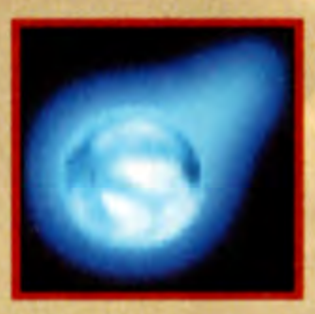
Lightning Bolt: (Sorceress) When cast, a bolt of lightning streaks from the sorceress toward a nearby enemy, inflicting electrical damage. At higher ranks of this spell, it evolves into chain lightening, allowing the sorceress to harm multiple enemies in the bolt's path.

Magic Missile: (Sorceress) When used, a missile of magical energy darts forth and unerringly strikes a target. The Sorceress gains an additional magic missle for every two levels she is above the first (at 3rd level she fires two missles, at 5th she fires three missles) up to a maximum of five missles.

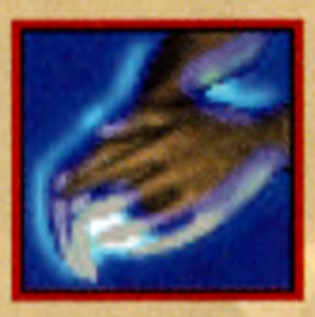
Melf's Acid Arrow: (Sorceress) Named for the famed elven adventurer Melf, this spell causes a magical arrow of acid to spring from the sorceress' hand, doing acid damage to any creature struck by it.

Meteor Swarm: (Sorceress) When cast, the heavens open up and meteors rain down around the caster, doing tremendous damage to any enemies in range. This spell is the ultimate spell in the sorceress' arsenal, and puts the skies themselves at her command.

Mordenkainen's Sword: (Sorceress) This spell summons a magical weapon of force to your aid, slashing enemies within range. For every rank of this feat, the weapon and the damage it does improves.



Otiluke's Icy Sphere: (Sorceress) This spell summons a sphere of intense cold to strike targets, doing frost damage and freezing targets in place.



Repulsion: (Arcane Archer) Repulsion causes a ring of force to spread out from the archer, driving enemies away and doing damage to them in the process. It's useful for telling a horde of melee attackers to "back off."

Shock Arrows: (Arcane Archer) This feat enchants arrows with an electrical aura, increasing the damage they do and shocking opponents. At higher levels, shock arrows gain an electrical trail that damages any enemies along their path.

Snowblind: (Sorceress) A mysterious spell from wizards of the far North, Snowblind causes a cone of frost to shoot forth from the sorceress' hands, doing frost damage to any targets within range. It behaves similarly to Burning Hands, above, except that it also has the power to freeze enemies, reducing their movement rate and combat ability.

Whirlwind Attack: (Dwarven Fighter) When you equip a two-handed axe or hammer, you can put this feat to good use. The whirlwind attack costs energy to use, but it causes you to perform a devastating circular attack on any opponents within reach.

CHARACTERS

You'll meet many people in Dark Alliance, some friendly, some... not.

"Lady" Alyth Elendara

Alyth is a half-elven bartender that owns the Elfsong Tavern in Baldur's Gate. A peculiar establishment frequented by outlaws and pirates, the Elfsong Tavern gets its name from a beautiful female elven voice that can be heard singing in the tavern when night falls. No one knows why the spirit sings her sad lament, but it is heartbreaking to listen to and keeps patrons returning to the tavern night after night.

Bartley

Bartley is a crusty equipment shop owner with a voice that sounds like it's coming from deep within an empty wine cask. He has set up shop in the Elfsong Tavern with Alyth's permission, and he has a fine selection of goods that players can buy... and he's always on the look out to buy any choice treasures adventurers come across in their journeys.

Ethon

Ethon's a regular in the Elfsong Tavern; he's a sharp, helpful fellow who's always willing to share a drink as well as give tips to aspiring adventurers — even if the advice is simply to warn them to steer clear of adventure and take up less dangerous pursuits. He spends most of his time sitting in a corner of the Elfsong Tavern, watching people come and go — and occasionally playing "gopher" for Alyth by running down to the Elfsong cellar and fetching bottles of wine for her.

Fayed

Fayed is a fresh-faced young priest of Ilmater (the goodly god of suffering and martyrs) who is in charge of the burial services and interring ashes in the crypts beneath the Shrine of Suffering (the temple of Ilmater in Baldur's Gate). He is proud of his responsibilities at the Shrine, and his superiors are quite pleased with his performance.

Jherek

Jherek is a mysterious robed figure with a no-nonsense attitude, a stern voice, and an intensity that can be offsetting to anyone meeting him for the first time. He is a member of the Harpers, a group that strives to protect the Realms from evil. There are rumors that he has the support of the Dukes of Baldur's Gate, and his arrival on the scene is usually a guarantee that some great evil is afoot.

Karne

A thief by trade and an opportunist by nature, Karne is a bandit who has been known to ply his trade in Baldur's Gate and throughout the Sword Coast. There are many rewards posted for his capture, but he has never been caught. Rumors claim he has recently returned to Baldur's Gate after an extended journey north and that he now serves a powerful (and wealthy) patron... though the identity of the patron is anyone's guess.

MONSTERS

Kobolds

These cowardly little dog-headed humanoids are known for their rapid breeding and their tendency to mob any adventurers that invade their territory. They prefer to attack from a distance when possible with spears or spells, and many shamans can be found amongst their tribes.

White Dragon

White dragons can be found in extremely cold environments, making their lairs in icy caverns safe from the rays of the sun. These dragons are fearsome opponents; not only can they bite and claw opponents for horrendous amounts of damage, but they also have the ability to breathe a cone of frost at opponents, freezing them solid and rendering them helpless.

Ogres

About nine to ten feet tall at the shoulder and strong enough to rip a tree out of the ground, ogres are savage creatures known for their voracious appetites and foul temper. They are frequently found in the company of other evil humanoids such as gnolls and bugbears and are more than content to let these creatures do the thinking for them. In combat, ogres tend to smash anything in their way with their fists or great clubs; only rarely does an enemy survive one or two blows from these dim-witted brutes.

Displacer Beast

Resembling a puma with two barbed tentacles sprouting from its shoulders, displacer beasts are strange predators with the ability to bend light around their bodies, making it difficult to determine exactly where the creature is until they attack. Adventurers are advised to hold their attacks until a displacer beast is almost upon them, or else they are in danger of their attacks striking empty air.

Frost Giant

Frost giants make their homes in frozen, snow-covered lands across the FORGOTTEN REALMS and survive by hunting and raiding the surrounding area for slaves and food. Towering more than twice the height of a human, these giants are incredibly strong and are quick to use brute force to solve any problems they come across.

TUTORIAL

When you first start Dark Alliance, you will be given the option to play through the tutorial. While it is not necessary you do so, it can provide some helpful information that can aid your character on his quest.

Some additional hints that may aid you at the beginning of your quest in Baldur's Gate:

1. ***Take it slow.*** If you are wounded early on or run out of energy quickly, simply wait around in an empty room and rest for a while until your hit points and energy are back up to full. It can save you from having to reload your game when an extra rat jumps out at you when you were least expecting it.

2. ***Smash and break everything*** you can. Often, barrels, crates, and vases contain items or gold that can help you on your quest.

3. ***Be careful with any barrels*** you encounter. Before attacking them, wait to see if the "Ignite" option appears when you go up next to them. If so, do not attack the barrel - at least with a melee weapon, or else it will explode, doing a great deal of damage to your character.

4. ***Don't forget the camera.*** You can move it around using the right analog stick, and it can allow you to see into corners or sections of the room that might otherwise be blocked to your line of sight. It can prevent you from missing barrels and chests that are hidden in the shadows.

5. ***Save often.*** When you see a new save point, use it. It can save you a lot of frustration later on.

6. ***Recall.*** Using your recall potions can save you a lot of running back and forth between town and the dungeons. When you use a recall potion to take you from a dungeon to the Elfsong Tavern (or wherever your "safe point" is), just be sure not to leave the Tavern so you can recall back to your original spot in the dungeon.

Good luck and good adventuring... all of Baldur's Gate hinges on your success!

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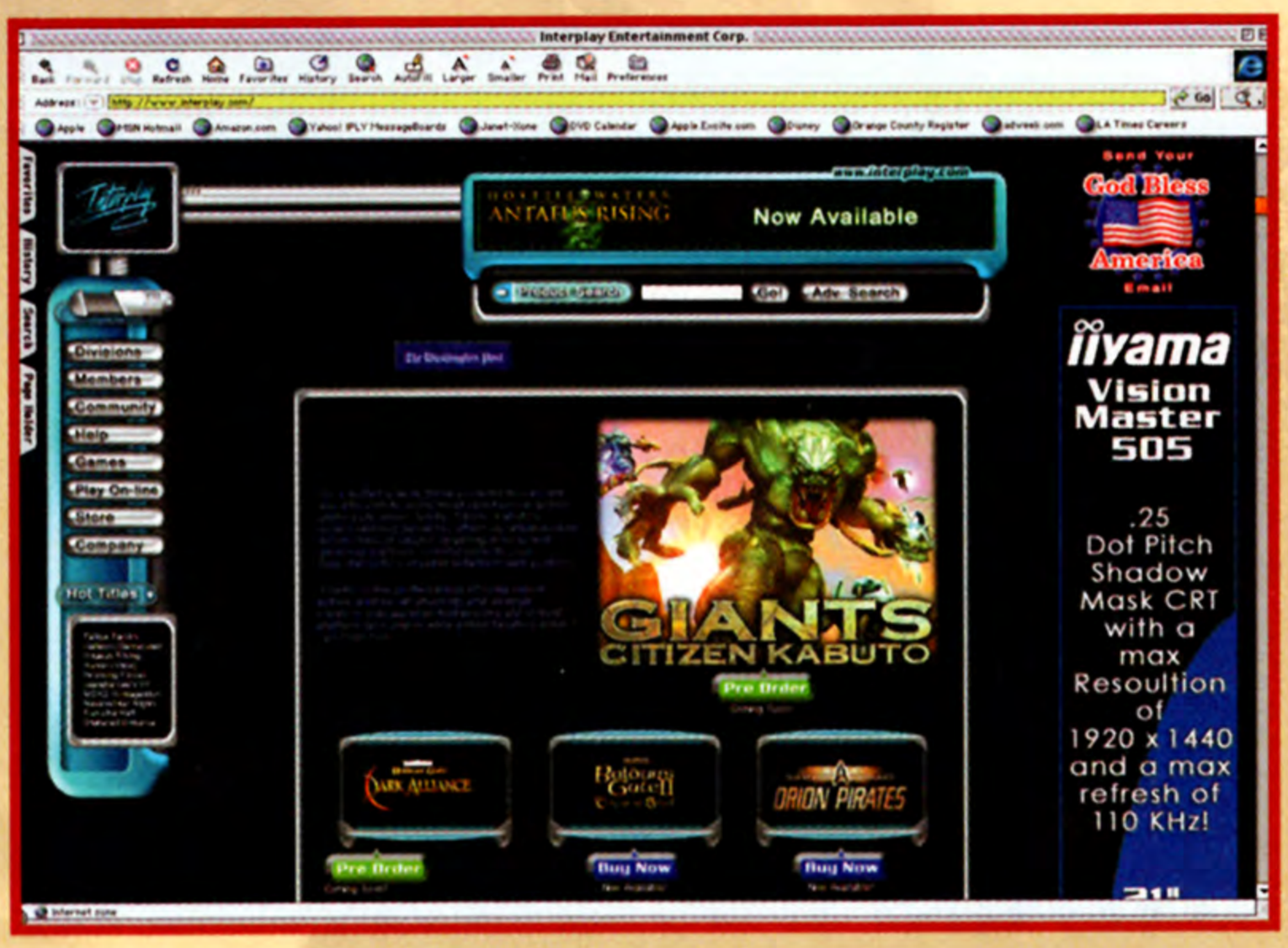

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